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... Every object, be it local or remote, has a field that is a **pointer** to some location-specific data. ... The handler for the LockRequest event first at- tempts to **lock** the **mutex** without blocking. If this is successful, it will generate a response. ...

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... application-scheduled **mutex Pointer** to the **mutex TRY\_LOCK\_MUTEX** A task has invoked a "try **lock**" operation on an available application-scheduled **mutex Pointer** to the **mutex UNLOCK\_MUTEX** A task has released the **lock** of an application-scheduled **mutex Pointer** to ...

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AV Anantaraman, SC Reece... - 2000

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S Sekiguchi - Advanced Lisp technology, 2002 - books.google.com

... 3. When a local free list exhausts, a number of free cells are moved from the global free list. **Mutex-lock** is needed for this operation. 4. For large cells, the global buddy-base is always looked for. 5. alloc puts the **pointer** to the new memory cell in a thread's last-alloc slot. ...

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... class graph { **lock mutex**; boolean mark; int val, Sum; graph \*left; graph \*right; }; ... NULL) spawn(left->parallel\_visit (val) ); if (right != NULL) spawn(right->parallel\_visit (val) ); } else { **mutex.releaseo** ... the underlying language such as an integer, an array of doubles or a **pointer** to ...

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... waiting. A call to broad- cast() wakes up all threads waiting on the condition variable. When constructed, a **pointer** to an omni **mutex** must be given. A condition vari- able wait() has an implicit **mutex** unlock() and **lock()** around it. The ...

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... KEYWORDS: postmortem debugging; memory corruption; debugging production systems; debugging opti- mized systems; false sharing; **lock** detection; feedback ... has been corrupted, inducing fatal error when the memory stored there (0x23000001) was inter- preted as a **pointer**. ...

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... **pointer** is set to point to the blocking task. The callback also stores the information about the fact that the task has blocked on the **mutex** (that information will be used later in the unlock callback). A pseudo code of the callback is shown in Figure 5. Please note that the **lock** must ...

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... al- located in shared memory in a transparent manner: initialized with the index obtained from the server side, a JackShmPtr **pointer** can be ... 8The programming model is similar to a **lock**-based model where the update code would be written inside a **mutex-lock/mutex-unlock** pair ...

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